HIGHLANDER™
THE LAST OF THE MACLEODS



ATARI

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR™ CD

Read before using your Atari video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD
The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.
- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

CONTENTS

SEVEN CENTURIES AGO, A LARGE meteor struck the earth. The shock waves from the resultant explosion caused the premature detonation of a large percentage of the world's nuclear weapons stockpile. Continents crumbled and untold billions died. Civilization ended almost overnight. This event is referred to as the "Great Catastrophe."

But mankind was not alone... The race of immortals, each vying to be the last and claim the elusive prize, were present, although they could do nothing but stand and watch while the world died.

These immortals, who until this point had kept themselves separate from the problems of mankind, met together on what has now become known as the Hill of Oaths. Here they decided to lay down their arms and dedicate their lives to gathering all the knowledge necessary to allow mankind to rebuild. They all swore not to kill another immortal and became Jettators, all but one...



This was Kortan. He refused to take the vow and instead declared himself the last immortal. He was challenged by Connor Macleod, who, having already taken the vow, could not win. He was quickly dispatched, but his sacrifice was not in vain for it allowed the remaining Jettators to amend their vow. They would wait for the birth of another immortal. When he became old enough to handle the responsibility, they would

give all their knowledge to him. This immortal, unbound by the oath the rest had taken, could defeat Kortan.

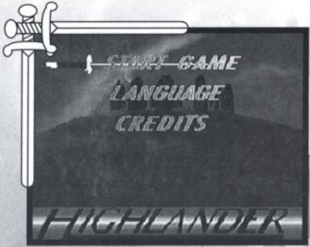
And so they waited. Kortan built himself the mighty city of Mogonda and from there he ruled over the tattered remnants of mankind. The Jettators scattered to the four winds leaving one of their number, Ramirez, to wait for the new immortal, the saviour of mankind, to be born.



YOU ARE QUENTIN MACLEOD.

Until recently you lived out your life with the Dundee clan in the highlands. That all changed when Kortan's hunters attacked your village on a slave raid. During the attack, you suffered a mortal wound and 'died.' Somehow, you have been regenerated or born again, but your previous life has been utterly destroyed. Your mother has been murdered and your people captured. As the game opens, you are alone and defenseless in the burned-out village that used to be your home. You must find some way to rescue the Dundees and Clyde, your little sister, from Kortan.

In addition to saving your adopted family and clan, you must solve the mystery of your identity. .. Your mother told you on her deathbed that you were not her child. A stranger brought you to her soon after you were born. She called you 'The Highlander' and told you that Ramirez, the Jettator selected to wait for you, would find you and help you fulfil1 your mysterious destiny . . .



1. Insert your *Highlander* CD into your Jaguar CD Multimedia Player and close the lid.
2. Insert your Memory Track cartridge (if you have one) into the cartridge slot of the CD player.
3. Press the **Power** button.
4. Press the **A**, **B** or **C** button to skip the **Title** screens and start the game.

Volume, controls, high

scores, and other options will be saved as long as you have a Memory Track cartridge plugged into the CD player. If you do not have a Memory Track cartridge plugged in, this information cannot be saved and will be lost when you turn off your Jaguar.

Saving or Loading a Game

If you have a Memory Track cartridge, you can save Quentin's progress on his quest.

To save or load a game, press the **Pause** button at any point during a game. While you are paused, press the **C** button. You will see a menu that asks you to save or load a game. Press the **Joypad** up or down to select LOAD or SAVE and press the **Option** button to confirm your choice. If you choose SAVE, select one of the five slots and press the **Option** button again to confirm your choice.



To load a saved game, choose LOAD and select a saved game. Press the **Option** button to confirm your choice.

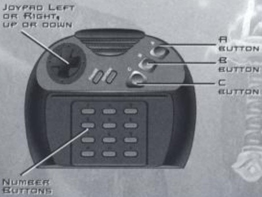
You can also delete a saved game to make room for a new game. Press up or down on the **Joypad** to select DELETE GAME. Press the **Option** button to confirm, select the game you want to delete, and then press the **Option** button again. Press the **Pause** button again to resume your game.

HERE ARE SOME DIRECTIONS TO HELP YOU IN YOUR QUEST.

MOVING

Joypad up........................ Walk forward
Joypad down .... Walk backwards
Joypad left .... Turn left
Joypad right.......................... Turn right
Double click* **Joypad** up.................... Run

* Press up on the **Joypad** twice in quick succession to start running, then keep up depressed.





FIGHTING

UNARMED (STANDING)

A .... Punch
B .... Uppercut
C .... Kick
A+down .... Dodge left
B+down .... Dodge right
C+down .... Jump back

UNARMED (WALKING)

A	Walking jump
B	Leg sweep
C	Kneeling uppercut
A+down	Dodge left
B+down	Dodge right
C+down	Jump back

UNARMED (RUNNING)

A	Running jump
B	Back-handed slap
C	Punch combo
A+down	Dodge left
B+down	Dodge right
C+down	Jump back

SWORD (STANDING)

A	Leg and head slash
B	Neck swipe
C	Overhead chop
A+down	Parry to left
B+down	Parry overhead
C+down	Jump back

SWORD (WALKING)

A	Walking jump
B	Neck swipe
C	Sword jab
A+down	Parry to left
B+down	Parry overhead
C+down	Jump back

SWORD (RUNNING)

A	Running jump
B	Hip swipe
C	Two-handed overhead chop
A+down	Parry to left
B+down	Parry to right
C+down	Jump back

GAS GUN (STANDING)

A	Shoot behind
B	Shoot forward
C	Shoot forward from hip
A+down	Dodge left
B+down	Dodge right
C+down	Jump back

GAS GUN (WALKING)

A	Walking jump
B	Shoot forward
C	Shoot forward from hip
A+down	Dodge left
B+down	Dodge right
C+down	Jump back

GAS GUN (RUNNING)

A	Running jump
B	Shoot forward
C	Shoot forward from hip
A+down	Dodge left
B+down	Dodge right
C+down	Jump back



ProController

If you own a ProController, you can use the left and right **Fingertip** buttons to rotate Quentin in either direction. The **X**, **Y** and **Z** buttons are shortcuts for some of the defensive manuevers. The **X** and **Y** buttons are dodge right and left, respectively. The **Z** button allows you to take a quick jump backwards.

Selecting Objects

You will find many objects in your travels that will help Quentin complete his quest Walking over an object or pressing the **Option** button brings up the **Object Selection** screen. To exit the **Object Selection** screen, press the **Option** button again. Use the following controls to move around the **Object Selection** screen:

A .... Drop object/reject object
B .... Pick up/accept object
C ..... Use selected object and exit object selection
Joypad up ...... Previous object in selection screen
Joypad down ...... Next object in selection screen
Joypad left ...... Previous object in selection screen
Joypad right .... Next object in selection screen



Other Controls

*, # .... Restart the game
Pause .... Pauses the game

While you are paused, you can adjust the volume levels of music and game sound effects and reconfigure your **Joypad**. Press the **A** button to adjust the music volume. Press the **B** button to adjust the sound effects volume. Press the **Option** button to reconfigure the **A**, **B** and **C** buttons on your **Joypad**. When you have completed your adjustments, press **Pause** again to resume play.

ATARI

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